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concl. outcome being determined on the game combination program module running on the server processing unit and communicated to the respective gaming console.

REMARKS

This is in response to the Office Action dated February 27, 2002, in which the Examiner:

a) rejected Claims 9, 10 and 13 as non-statutory subject matter because "code" in "platform code" i.e., software or a computer program, is allegedly descriptive material *per se* because it is not capable of causing functional change in the computer;

b) rejected Claims 9, 10 and 13 under §112 because the platform code allegedly cannot execute or separate anything – a computer must be involved performing the execution of the code; and

c) rejected Claims 9, 10, 13-18 as obvious over Tarr U.S. Patent No. 5,935,004 in view of Acres U.S. Patent No. 6,319,125.

Based on the above amendments and following remarks, the application is deemed to be in condition for allowance and action to that end is respectfully requested.

I. THE SECTION 101 REJECTION SHOULD BE WITHDRAWN.

As explained, Claims 9, 10 and 13 were rejected as non-statutory subject matter. The claims in question have been rewritten so that there is no longer an issue of the claim language falling within the statute. Accordingly, the Section 101 rejection should

be withdrawn.

As also explained, Claims 9, 10, 13-18 were found to be obvious over Tarr U.S. Patent No. 5,935,004 in view of Acres U.S. Patent No. 6,319,125. However, neither Tarr nor Acres, disclose, each pr otherwise suggest a game system having program processing components having a user interface console, in which each program processing component is an instance of many logically different gaming program processing platforms and a set of game programs having a game program capable of running on each gaming program processing platform and in which the program has specific Gaming Application Programming Interfaces configured to run on a different one of gaming program processing platforms. Further, the platform independent game component modules have have game combination program modules and user interface program modules and can run on any one of the game program processing platforms and communicates with the system and other platform independent game component modules only through the Gaming Application Programming Interface of the respective program processing component on which it is running.

In view of the same, it is submitted that the claims are not rendered obvious by a combination of the Tarr and Acres patents.

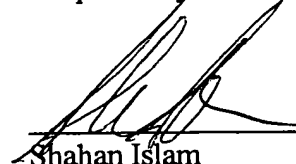
CONCLUSION

In view of the above, the application is deemed to be in condition for allowance and action to that end is respectfully requested.

Should the Examiner require or consider it advisable that the specification, claims an/or drawings be further amended or corrected in formal respects, in order to place the case in condition for final allowance, then it is respectfully requested that such amendment or correction be carried out by Examiner's Amendment and the case be passed to issue.

Alternatively, should the Examiner feel that a personal discussion might be helpful in advancing this case to allowance, the Examiner is invited to telephone the undersigned.

Respectfully submitted,

A handwritten signature in black ink, appearing to read 'Shaham Islam', is written over a horizontal line.

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Dated: August 27, 2002
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APPENDIX

IN THE CLAIMS

19. (New) A game system comprising one or more program processing components, the program processing components including a user interface console, and each of the program processing components being an instance of one of a plurality of logically different gaming program processing platforms and a set of game programs having a game program structure wherein the game program structure is capable of running on each of the plurality of different gaming program processing platforms, the program structure comprising:

one or more platform specific Gaming Application Programming Interfaces, each configured to run on a different one of the plurality of gaming program processing platforms; and

a plurality of platform independent game component modules comprising at least one game combination program module and at least one user interface program module, wherein each of the platform independent game component modules is capable of running on any one of the game program processing platforms, and communicates with the system and other platform independent game component modules in the plurality of platform independent game component modules only through the Gaming Application Programming Interface of the respective program processing component on which it is running;

wherein a game implementation, when run on the gaming system, comprises a Gaming Application Programming Interface running on each of the one or more program processing components, and a Game Set of platform independent game component modules each running on one of the program processing components, wherein the Game Set of platform independent game component modules cooperate to provide functionality required to play a game on the system, the Game Set of platform independent game component modules including a user interface program module and a game combination program module, the user interface program module running on the user interface console to provide game progress and outcome information to the user in response to information from the combination program module; and

wherein the Gaming Application Programming Interfaces, when running on different program processing components, communicate with one another, whereby communication between the Game Set of platform independent game component modules, whether running on the same or different program processing components, communicate with one another via their respective Gaming Application Programming Interfaces to cooperatively implement the playing of a game on the system.

20. (New) The game system of claim 19 wherein communication of game outcomes to be displayed, are conveyed from the game combination program module to the user interface program module via the respective platform specific Gaming Application Programming interface.

21. (New) The game system of claim 19 wherein the user interface program module comprises a graphics generation program for generating game images on a user display.

22. (New) The game system of claim 20 wherein communication between two or more of the gaming program processing platforms in the system is encrypted.

23. (New) A gaming system as claimed in claim 3, wherein communication between two or more of the gaming program processing platforms in the system is secured by means of a digital signature.

24. (New) The game system of claim 19 wherein communication between two or more of platform independent game component modules in the electronic gaming machine is encrypted.

25. (New) The game system as claimed in claim 19, wherein communication between two or more of the platform independent game component modules in the electronic gaming machine is secured by means of a digital signature.

26. (New) The game system of claim 19 wherein each game implementation comprises a plurality of files each file containing one instance of one type of platform independent game component module.

27. (New) The game system of claim 26, wherein each game implementation comprises a plurality of user interface program module files each containing one user interface program module, each user interface program module providing a different game appearance or game style.

28. (New) The game system of claim 26, wherein each game implementation comprises a plurality of game combination program module files each containing one game combination program module and each game combination program module providing a different set of game outcome possibilities.

29. (New) A distributed gaming system incorporating the gaming system of Claim 19 the distributed gaming system comprising:

a first program processing component acting as a server processing unit;

a server specific Gaming Application Programming Interface;

a plurality of second program processing components acting as gaming consoles

a plurality of gaming console specific Gaming Application Programming Interfaces, one console specific Gaming Application Programming Interface running on each gaming console; and

a plurality of games stored on the server processing unit, each game being implemented as a game set of platform independent game component modules, and

wherein the server specific Gaming Application Programming Interface located in the server processing unit functions to transfer at least one of the platform independent game component modules of one game set to a gaming console, the gaming console specific Gaming Application Programming Interface functions to enable execution of the at least one of the platform independent game components transferred to the gaming console, and

the server specific Gaming Application Programming Interface functions to enable execution of the platform independent game components not transferred to the gaming console.

30. (New) The distributed gaming system of claim 29 wherein communication of game outcomes to be displayed, are conveyed from the game combination program module to the user interface program module via the respective platform specific Gaming Application Programming interface.

31. (New) The distributed gaming system of claim 29 wherein the user interface program module comprises a graphics generation program for generating game images on a user display.

32. (New) The distributed gaming system of claim 29 wherein communication between two or more of the gaming program processing platforms in the system is encrypted.

33. (New) A distributed gaming system as claimed in claim 29, wherein communication between two or more of the platforms in the system is secured by means of a digital signature.

34. (New) The distributed gaming system of claim 29 wherein communication between two or more of platform independent game component modules in the electronic gaming machine is encrypted.

35. (New) The distributed gaming system as claimed in claim 29, wherein communication between two or more of the platform independent game component modules in the electronic gaming machine is secured by means of a digital signature.

36. (New) The distributed gaming system of claim 29 wherein each game implementation comprises a plurality of files each file containing one type of platform independent game component module.

37. (New) The distributed gaming system of claim 36, wherein each game implementation comprises a plurality of user interface program module files each containing one user interface program module, each user interface program module providing a different game appearance or game style.

38. (New) The distributed gaming system of claim 36, wherein each game implementation comprises a plurality of game combination program module files each containing one game combination program module and each game combination program module providing a different set of game outcome possibilities.

39. (New) The distributed gaming system as claimed in claim 36, wherein the combinations module runs on the server processing unit to determine a game outcome, and wherein one or more platform independent game component module files including at least one user interface program module file are distributed to one or more of the gaming consoles for execution to display to a player playing a game on the respective gaming console, the game outcome determined on the game combination program module running on the server processing unit.

40. (New) An electronic gaming machine incorporating the game system of Claim 19
the electronic gaming machine comprising:

a program processing components acting as gaming console; and

a gaming console specific Gaming Application Programming Interface running on
the gaming console

a game stored on the gaming console, the game being implemented as a game set
of platform independent game component modules, wherein the gaming console specific
Gaming Application Programming Interface functions to enable execution of all platform
independent game components running on the gaming console.

41. (New) The electronic gaming machine of claim 40 wherein communication of
game outcomes to be displayed, are conveyed from the game combination program
module to the user interface program module via the gaming console platform specific
Gaming Application Programming interface.

43. (New) The electronic gaming machine of claim 40 wherein the user interface
program module comprises a graphics generation program for generating game images on
a user.

43. (New) The electronic gaming machine of claim 40 wherein communication
between two or more of platform independent game component modules in the electronic
gaming machine is encrypted.

44. (New) A electronic gaming machine as claimed in claim 40, wherein communication between two or more of the platform independent game component modules in the electronic gaming machine is secured by means of a digital signature.

45. (New) The electronic gaming machine of claim 40, wherein the game set of platform independent game component modules comprises a plurality of user interface program module files each containing one user interface program module, each user interface program module providing a different game appearance or game style.

46. (New) The electronic gaming machine of claim 45, wherein the game set of platform independent game component modules comprises a plurality of game combination program module files each containing one game combination program module and each game combination program module providing a different set of game outcome possibilities.

47. (New) A server for a distributed gaming system incorporating the game system of Claim 19 the server comprising:

a first program processing component acting as a server processing unit;

a server specific Gaming Application Programming Interface;

a plurality of games stored on the server processing unit, each game being implemented as a game set of platform independent game component modules; and

wherein the server communicates with a plurality of second program processing components acting as gaming consoles and running a plurality of gaming console specific Gaming Application Programming Interfaces, one console specific Gaming Application Programming Interface running on each gaming console, and wherein the server specific Gaming Application Programming Interface located in the server processing unit functions to transfer at least one of the platform independent game component modules of one game set to a gaming console where it is run, and the server specific Gaming Application Programming Interface functions to enable execution on the server of the platform independent game components not transferred to the gaming console.

48. (New) The server of claim 47 wherein communication of game outcomes to be displayed, are conveyed from the game combination program module to the user interface program module via the respective platform specific Gaming Application Programming interface.

49. (New) The server of claim 47 wherein the user interface program module comprises a graphics generation program for generating game images on a user display.

50. (New) The server of claim 47 wherein communication between the server and each gaming console in the system is encrypted.

51. (New) A server as claimed in claim 47, wherein communication between the server and each gaming console in the system is secured by means of a digital signature.

53. (New) The server of claim 47 wherein each game implementation comprises a plurality of files each file containing one type of platform independent game component module.

53. (New) The server of claim 52, wherein each game implementation comprises a plurality of user interface program module files each containing one user interface program module, each user interface program module providing a different game appearance or game style.

54. (New) The server of claim 52, wherein each game implementation comprises a plurality of game combination program module files each containing one game combination program module and each game combination program module providing a different set of game outcome possibilities.

55. (New) The server as claimed in claim 54, wherein the combinations module runs on the server processing unit to determine a game outcome , and wherein one or more platform independent game component module files including at least one user interface program module file are distributed to one or more of the gaming consoles for execution to display to a player playing a game on the respective gaming console, the game outcome being determined on the game combination program module running on the server processing unit and communicated to the respective gaming console.